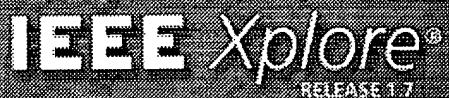




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Madja, E.; Hafid, A.; Dssouli, R.; von Bochmann, G.; Gecsei, J.;
Multimedia Modeling, 1998. MMM '98. Proceedings. 1998 , 12-15 Oct. 1998
Pages:223 - 230

[\[Abstract\]](#) [\[PDF Full-Text \(44 KB\)\]](#) **IEEE CNF****2 Personalised Grid service discovery**

Miles, S.; Papay, J.; Dialani, V.; Luck, M.; Decker, K.; Payne, T.; Moreau, L.;
Software, IEE Proceedings- [see also Software Engineering, IEE
Proceedings] , Volume: 150 , Issue: 4 , 26 Aug. 2003
Pages:252 - 256

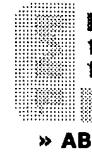
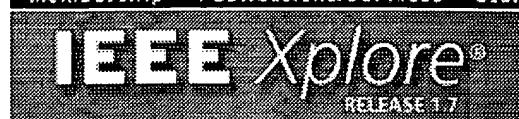
[\[Abstract\]](#) [\[PDF Full-Text \(271 KB\)\]](#) **IEE JNL****3 Dynamic disk bandwidth management and metadata pre-fetching in real-time file system**

Molano, A.; Rajkumar, R.; Juvva, K.;
Real-Time Systems, 1998. Proceedings. 10th Euromicro Workshop on , 17-19
1998
Pages:204 - 213

[\[Abstract\]](#) [\[PDF Full-Text \(60 KB\)\]](#) **IEEE CNF****4 A study of content data distribution and management mechanism for telematics**

Oguchi, M.; Saito, T.; Nohara, N.;
Telecommunications, 2003. ICT 2003. 10th International Conference on , Vol
1 , 23 Feb.-1 March 2003
Pages:151 - 158 vol.1

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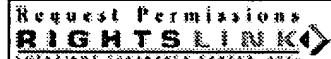
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 Print Format[Search Results](#) [PDF FULL-TEXT 60 KB] [PREV](#) [NEXT](#) [DOWNLOAD CITATION](#)**Dynamic disk bandwidth management and metadata fetching in a real-time file system**Molano, A. Rajkumar, R. Juvva, K.

Dept. of Comput. Sci., Carnegie Mellon Univ., Pittsburgh, PA, USA;

This paper appears in: Real-Time Systems, 1998. Proceedings. 10th Eur. Workshop on

Meeting Date: 06/17/1998 - 06/19/1998

Publication Date: 17-19 June 1998

Location: Berlin Germany

On page(s): 204 - 213

Reference Cited: 20

Number of Pages: xi+265

Inspec Accession Number: 5973095

Abstract:

The authors focus on two practical considerations that arise in the design of a file system. Firstly, disk bandwidth management should be dynamic, which in allows a **QoS** manager to dynamically reallocate disk bandwidth to running applications based on their changing needs. Secondly, real-time access to file system data should be deterministic, in order to avoid unexpected latencies when accessing disk. These issues have implications to the design of the file system and to its schedulability analysis. They address both these problems and present an implementation in RTFS (Real-Time Filesystem Server), a real-time file system supporting disk bandwidth reservation running on top of the Real-Time Mach microkernel. Finally, quantitative comparisons of actual achieved file system bandwidth and response times are used to validate the approach

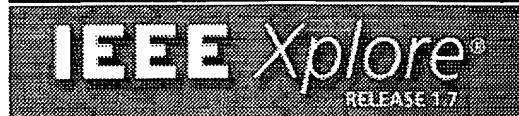
Index Terms:

data structures file servers operating systems (computers) real-time systems storage management QoS manager Real-Time Mach microkernel dynamic disk bandwidth management disk bandwidth reallocation file system data structures metadata pre-fetching real-time access real-time file system real-time file system server response times schedulability analysis

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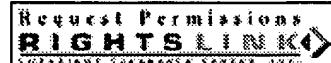
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Meta-data modelling for quality of service (QoS) management in the World Wide Web (WWW)

Madja, E. Hafid, A. Dssouli, R. von Bochmann, G. Gecsei, J.

Dept. d'Inf. et de Recherche Oper., Montreal Univ., Que., Canada;

This paper appears in: Multimedia Modeling, 1998. MMM '98. Proceedings

Meeting Date: 10/12/1998 - 10/15/1998

Publication Date: 12-15 Oct. 1998

Location: Lausanne Switzerland

On page(s): 223 - 230

Reference Cited: 17

Number of Pages: x+231

Inspec Accession Number: 6076429

Abstract:

The World-Wide Web has been a remarkably successful system for distributing documents. The basic model for Web interaction is that a client requests a page which can include images and hyperlinks within it. This interaction model is inefficient for real-time multimedia (MM) applications, since the Web and its associated protocols, e.g. HTTP, do not support the real-time transfer of the continuous media (Audio/Video). Several solutions have been proposed to support real-time playback of continuous media via the Web, e.g. Netscape. Most of these solutions do not provide any means to the user to negotiate the desired presentation quality (in terms of **Quality of service (QoS)** parameters settings); even the proposals that provide **QoS** negotiation (more generally **QoS** management) are used in a rather static manner, that is, the video/audio servers are a priori known. The authors propose to integrate in the Web a dynamic **QoS** management approach that allows (1) the user to negotiate the desired **QoS**; and (2) and to select the "best" video/audio server which might support the user requirements. This activity is based on the general structure of multimedia documents and associated **QoS** parameters, called **meta-data**, which they developed in an ongoing CITR project. The main objective of the paper is to integrate **meta-data** associated with MM document in WWW e.g. Netscape; this will allow one to use **QoS** management protocols

Index Terms:

Internet client-server systems database management systems hypermedia network protocols real-time systems **QoS** negotiation Web interaction World Wide Web audio selection dynamic **QoS** management protocols hypertext document distribution meta-modelling multimedia documents quality of service management real-time continuous



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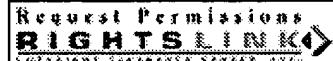
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 Print Format[Search Results](#) [PDF FULL-TEXT 704 KB] [PREV](#) [DOWNLOAD CITATION](#)**Mapping user-level QoS to system-level QoS and re-in a distributed lecture-on-demand system**Goebel, V. [Plagemann, T.](#)

Center for Technol. at Kjeller, Oslo Univ., Norway;

This paper appears in: Distributed Computing Systems, 1999. Proceedings IEEE Workshop on Future Trends of

Meeting Date: 12/20/1999 - 12/22/1999

Publication Date: 20-22 Dec. 1999

Location: Cape Town South Africa

On page(s): 197 - 203

Reference Cited: 10

Number of Pages: xiii+296

Inspec Accession Number: 6468975

Abstract:

Information repositories and database systems that combine time-independent data will be an integral element of the future information infrastructure. Seamless integration-especially with respect to **QoS**-of (multimedia) database systems of central importance. Furthermore, response times are very important for these systems, but the particular **QoS** to be supported and the amount of needed resources depend on the query result. Thus, **QoS** negotiation and resource reservation is performed after the query result is known. In our solution, we extract **QoS** requirements information from the **meta-data** and use this knowledge for **QoS** guided query processing, **QoS** negotiation between multimedia database system and multirule request broker, and for early resource reservation. This approach enables us to optimal middleware configuration and to allocate the appropriate amount of resources to all system components without increasing initial response times.

Index Terms:

client-server systems distributed object management information networks multimedia quality of service database systems distributed lecture-on-demand system informal repositories multimedia database system multimedia object request broker optimal rule configuration query processing resource reservation system-level QoS user-level C

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